AMENDMENT TO THE CLAIMS:

Claims 1-43 were pending at the time of the Office Action.

Claims 1, 3, 7, 21-24, 27, 28, 31, 37, 39 and 40 are amended.

Claims 36, 38, 42 and 43 are cancelled.

Claims 44 – 47 are added

Claims 1- 35, 37, 39-41, and 44-47 remain pending.

1.   (Currently Amended) A method for managing a plurality of virtual items during computer game play, the method comprising:

indicating to a game player on a computer display during computer game play the plurality of computer generated virtual items to be obtained as possessions by the a computer generated representation of the game player from other computer generated representations, at least a portion of the plurality of virtual items comprising attributes;

obtaining the plurality of virtual items with the computer generated representation of the game player;

indicating on the computer display as being possessed by the computer generated representation of the game player at least a portion of the obtained plurality of virtual items;

filtering the obtained plurality of virtual items based on their attributes; and

displaying the filtered obtained plurality of items in a the game inventory.

2.   (Previously Presented) The method of claim 1, wherein the game player is a virtual game player.

3.   (Currently Amended) The method of claim 1, further comprising:

constructing a first and a second filter, wherein the first or second filter determines virtual items having a flag type attribute or an enumeration type attribute; and

filtering with the first and second filter the obtained plurality of virtual items based on their attributes.

4.   (Previously Presented) The method of claim 3, further comprising constructing the first filter by the game player and constructing the second filter by a game developer.

5.   (Previously Presented) The method of claim 4, further comprising selecting by the game player either the first filter or the second filter to obtain the plurality of virtual items based on their attributes.

6.   (Previously Presented) The method of claim 1, wherein a plurality of items included in the inventory are accessed using a plurality of filters, wherein each filter is used to select virtual items having associated attributes that match different predetermined attributes associated with the filter.

7.   (Currently Amended) The method of claim 6~~1~~, wherein <u>filtering is executed with one of the plurality of filters, and wherein</u> certain ones of the plurality of filters include a queries that are defined by a player of the game, and other ones of the plurality of filters include queries that are defined by a game developer.

8.   (Previously Presented) The method of claim 7, wherein only those virtual items that satisfy a query that corresponds to the filter are selected by the filter.

9.   (Original) The method of claim 8, wherein the virtual items are displayed over an inventory management portion of the display.

10.   (Original) The method of claim 8, wherein the query includes a structured query language (SQL) query.

11.   (Original) The method of claim 1, wherein there are a plurality of filters, and each filter is indicated by a distinct inventory filter icon.

12.   (Original) The method of claim 11, further comprising selecting a virtual item icon to display the virtual item corresponding to the virtual item icon.

13.   (Original) The method of claim 1, wherein the filter is displayed as a portion of a user interface, further comprising the player at least partially defining the filter.

14. (Previously Presented) The method of claim 1, further comprising displaying virtual items that include attributes that match predetermined attributes queried by a selected filter.

15. (Original) The method of claim 14, wherein a mouse is used to select the filter.

16. (Original) The method of claim 14, wherein a joystick is used to select the filter.

17. (Original) The method of claim 14, wherein a computer display button is used to select the filter.

18. (Original) The method of claim 14, wherein a computer display menu is used to select the filter.

19. (Original) The method of claim 1, wherein the filter is represented by a name.

20. (Original) The method of claim 1, wherein the filter is represented by a symbol.

21.   (Currently Amended) The method of claim 1, <u>wherein the virtual items are</u> <u>indicated as being possessed using a displayed bag on a screen,</u> wherein the <u>filtering is executed using a filter, and wherein an indication of the</u> filter is displayed as part of the screen displaying the ~~inventory~~ <u>bag</u>.

22.   (Currently Amended) The method of claim 3, further comprising: enabling the first filter to ~~first~~ <u>filter</u> a first virtual item; and altering the attribute of the first virtual item to enable the second filter to filter the virtual item and <u>to</u> disable the first filter from filtering the first virtual item.

23.   (Currently Amended) A~~n~~ computer game including a game display, the game display comprising:

virtual item icons indicating a plurality of virtual items collected <u>in a</u> <u>package</u> by <u>a computer generated representation of</u> a game player during play of the computer game, at least a portion of the plurality of virtual items comprising attributes, and

an inventory management portion, the inventory management portion further includes:

an inventory filter icon that can be selected to yield a selected inventoried package display, the selected inventoried package display displays ~~zero~~ <u>one</u> or more filtered virtual item icons, each displayed virtual filtered item icon represents <u>at least one of the plurality of collected</u> ~~a~~ virtual item<u>s</u> that includes the attributes filtered based on queries associated with the inventory filter icon.

24. (Currently Amended) The computer game of claim 23, wherein dragging ~~a~~ one of the virtual item icon associated with one of the virtual items to a different location on the game display with an input device alters the attributes of that virtual item.

25. (Previously Presented) The computer game of claim 23, wherein the game player defines the inventory filter icon.

26. (Previously Presented) The computer game of claim 23, wherein a game developer defines the inventory filter icon.

27. (Currently Amended) The computer game of claim 23, wherein the game display further includes a game screen where game action by ~~a~~ the ~~virtual~~ computer representation of the game player is being portrayed.

28. (Currently Amended) The computer game of claim 23, wherein the computer game is operative to search a plurality of items for a game, and the apparatus displays only those items that ~~satisfy~~ satisfies search criteria as set forth by the attributes filtered based on queries associated with the inventory filter icon.

29.   (Previously Presented) The computer game of claim 23, wherein the game player provides attributes and selects items based on the criteria using a user interface.

30.   (Previously Presented) The computer game of claim 23, wherein the computer game highlights the attributes of certain desirable virtual items to a player.

31.   (Currently Amended) A computer readable medium comprising computer executable instructions which, when executed by a processor, causes the processor to:

    indicate a plurality of virtual items to be obtained as possessions by a computer generated representation of a virtual game player during the play of a computer game, at least a portion of the plurality of virtual items comprising attributes;

    collect in an inventory package the plurality of virtual items with the computer generated representation of the game player;

    select a filter to apply to the inventory package based on the attributes of at least one of the plurality of virtual items that are used within the computer game; and

    apply the selected filter to the inventory package based on the at least one of the attributes.

32. (Original) The computer executable instructions of claim 31, further comprising constructing the filter.

33. (Original) The computer executable instructions of claim 31, wherein a player of the game defines the filter.

34. (Original) The computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. (Previously Presented) The computer executable instructions of claim 30, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. (Cancelled)

37. (Currently Amended) An apparatus comprising:

a game server operative to couple with a plurality of game computers running a computer game, the game server at least partially including an inventory management portion that stores an indication of a plurality of virtual items obtained as possessions by computer generated representations of a plurality of game players during their play of the computer game, at least a portion of the plurality of virtual items comprising attributes; and

the inventory management portion further including a process for providing an inventory filter icon that can be selected by the plurality of game players to filter attributes of the plurality of virtual items to yield a selected inventoried package, the selected inventoried package includes a process for indicating at least one virtual item icon to the game player, each indicated virtual item icon represents at least one of the plurality of the virtual items that includes the attributes filtered as a result of at least one of the game players selecting the inventory filter icon.

38. (Cancelled)

39. (Currently Amended) The apparatus of claim 37, wherein the virtual items are obtained as possessions by displaying the computer representations of the game player capturing the virtual items from virtual computer representations of other game players during the play of the computer game.

40.   (Currently Amended) The apparatus of claim 37, wherein the game display further includes a game screen where game action by a ~~virtual~~ the computer representation of the game player is being portrayed.

41.   (Previously Presented) The apparatus of claim 37, wherein the apparatus searches a plurality of items for a game, and the apparatus displays only those items that satisfy search criteria as set forth by the attributes filtered as a result of selecting the inventory filter icon.

42.   (Cancelled).

43.   (Cancelled).

44.   (New) The method as recited in claim 1 further comprising indicating on the computer display during play of the game the computer representation of the game player using one of the filtered obtained plurality of items.

45.   (New) The method as recited in claim 1 further comprising exchanging one of the filtered items with other game players for value.

46.   (New) The method as recited in claim 1 wherein the virtual items are obtained as possessions by the computer generated representation of the game player from other computer generated representations of other game players.

47. (New) The method as recited in claim 1 wherein filtering comprises querying the attributes selected from a group of queries comprising: determining virtual items that are to be sold and/or bartered, determining virtual items that are weapons against monsters, and determining virtual items that are constructed of a particular material.